

ROCK RAIDERS ROUTINES TO DO.

MESSAGES:

The game needs to actually report messages.

EG

Advice		MESSAGE TO PRINT
	X	Crystals found here
	X	ORE SEAM discovered
?		ROCK MONSTER Located (flag once when RM appears)
	X	Building under attack (from rocks thrown at it)
?	X	LANDSLIDE
	X	BUILDING CONSTRUCTED
	X	CAVERN LOCATED.
?	X	MAN TELEPORTED AWAY.
?		Men are slowed down by walking on Rubble, try clearing the rubble away
?		Hover Boards speed up movement (If all the units are doing 'move to' tasks)
?		Try digging at some of these walls (if there are no walls flagged to mine)
?		You need more men to help perform all these tasks (If there are 10 or more unallocated tasks)

?=Some of these messages will only appear if the 'advisor is on the screen'
(the conditions for when the message appears)

X=use map co-ordinates to jump to.

MESSAGE 'JUMP TO' ICON

From the message section, we have a jump to position icon.

This needs to work by jumping the map to the position where the message is concerned.

EG.

This Hover board is stuck on rubble
(jumps to that position on the level)

This hoverboard needs repairing
(the hover board might have moved, so it needs to jump to the hoverboards position)

This Hoverboard has been destroyed
(jumps to level position where it was)

FLOCKING MOVEMENT ROUTINES

Andy's flocking movements need to get implemented into the game

BATS

Bats then need to randomly flutter around the room.

It they are within 'X' of a unit (try 1 block to start with) then they will tag onto the unit and cause it to flee away, with the bats chasing it.